If you are using a printed copy of this procedure, and not the on-screen version, then you <u>MUST</u> make sure the dates at the bottom of the printed copy and the on-screen version match.

The on-screen version of the Collider-Accelerator Department Procedure is the Official Version.

Hard copies of all signed, official, C-A Operating Procedures are kept on file in the C-A ESHQ

Training Office, Bldg. 911A.

C-A OPERATIONS PROCEDURES MANUAL

ATTACHMENT

4.56.aa V1 Blockhouse Sweep Checklist

C	C-A-OPM Procedures in	which this Attachmer	nt is used.
	4.56		
	Hand Pro	cessed Changes	
PC No.	<u>Date</u>	Page Nos.	<u>Initials</u>
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V1 Blockhouse Sweep Checklist

Team lea	nderOperator 2
Time:	Date:
IF any be comp	Warning: A SWEEP IS COMPLETE, ANY WORKER LEFT IN THE ENCLOSURE MUST HAVE A CA(EB005) KEY. personnel are encountered during the sweep, THEN determine whether their work will bleted in a short time. IF the work will take a long time, THEN contact the OC to see if sep should be aborted or the workers asked to leave to obtain a CA(EB005) key. IF the ll be completed in a SHORT time, THEN write the name(s) of the workers at the end of the checklist and verify that they leave the enclosure WITH the sweep team.
V1 BAt leTLDWalkKeys	persons to perform the sweep, clockhouse Sweep Checklist for C-A-OPM-ATT 4.56.aa (one sheet) ast one flashlight, Alarming (chirping) Self Reading Dosimeter (SRD) cie-talkie Controlled Access (EB005) and Sweep/Reset (EB004) keys Note:
Sw	eep and Reset V Target Station (VTGE1) before Sweeping and Resetting the V1 Blockhouse enclosures.
Check	
12345678910.	Team Leader contacts MCR to verify that U _{DN} /V ₁ Primary is in Controlled Access mode. Team Leader requests simultaneous release for VPGE1 from an operator in MCR. Team Leader opens VPGE1 by turning the CA(EB005) key in the OPEN key-switch. Sweep Team passes through VPGE1 and close the door behind them. Both Operators proceed downstream in the labyrinth to the V1 line. Team Leader stands static watch at the end of the Labyrinth oppositeV1C1 and gives S/R(EB004) key to operator #2. Operator #2 walks downstream to V1Q8. Operator #2 sweeps upstream to V1D4 and starts the sweep by resetting the check station opposite V1D4 using the S/R(EB004) key in the RESET key switch. Observe that the AREA SECURED amber light is lit for 2 seconds Operator #2 sweeps upstream to V1D3/V1D4.
11.	Operator 2 passes under the V1 line between V1D3/V1D4 and sweeps the beam right (east) side of the cave.

CONTINUED ON REVERSE SIDE

12. Operator #2 returns to the west side of the cave.

13. Operator #2 proceeds to upstream end of the cave and stops at the downstream corner of V1D1.

14.	Operator #2 looks under and over V1D1/V1D2 and verifies no personnel are on top of, under or				
15.	behind those magnets. Operator #2 returns to V1C1 and joins Team Leader.				
——15. 16.	Both Operators sweep up the labyrinth to the VTGE1 labyrinth.				
17.	Team Leader stands static watch at the mouth of the labyrinth while Operator #2 goes to VTGE1				
18.	Operator #2 resets check station #2 (right hand side of VTGE1) by turning the S/R (EB004) key				
	in the SWEEP key switch.				
19.	Observe that the AREA SECURED amber light is lit for 2 seconds.				
20.	Operator #2 verifies that VTGE1 is reset AND that barricades are in place to prevent access to the target area from above the target.				
	Note:				
If VT	TGE1 is NOT reset, THEN abort the sweep and follow <u>C-A-OPM-ATT 4.56.z</u> to sweep and reset the area.				
21.	Operator #2 sweeps out the labyrinth to rejoin Team Leader.				
22.	Sweep Team sweeps up the labyrinth to INSIDE of VPGE1.				
23.	Operator #2 ends the sweep by resetting check station #3 by turning the S/R (EB004) key in				
	the SWEEP key switch.				
24.	Observe that the AREA SECURED amber light is lit.				
25.	Team Leader Phones MCR and requests Simultaneous Release for VPGE1.				
	Note:				
Opera	tor in MCR must hold VPGE1 PanelView gate release button until told by Team Leader to release the button				
	release the satton				
26.	Sweep team sweeps through VPGE1.				
27.	Team Leader informs Operator in MCR when gate is closed.				
	Note:				
Sin	ce VPGE1 is a Remote Controlled Access Gate, it may only be reset from the MCR Panel View.				
28.	Observe the GATE REST light will NOT be lit.				
	Observe the AREA SECURED light will be lit				
30.	Team Leader confirms with an operator in the MCR that the gate is reset and that the sweep is OK using the MCR PanelView.				
	Sweep Team (at conclusion of all sweeps) returns to MCR.				
	32. Capture CA (EB005) and S/R (EB004) keys in the key tree.				
	Reset gate VPGE1 in MCR.				
	Confirm gate VPGE1 is reset using PanelView.				
35.	Team Leader files completed checklist in the Completed Sweep Checklist Binder.				